

CollideArray

- + max_radius
- + location_index
- + sorted
- + unsorted
- + toflattenhints
- + count
- + max_bolt_radius

- + SetLocationIndex()
- + Iterable()
- + UpdateBoltInfo()
- + flatten()
- + flatten()
- + insert()
- + insert()
- + changeKey()
- + changeKey()
- + begin()
- + end()
- + lower_bound()
- + erase()
- + checkSet()
- + CollideArray()